

FIG. 1

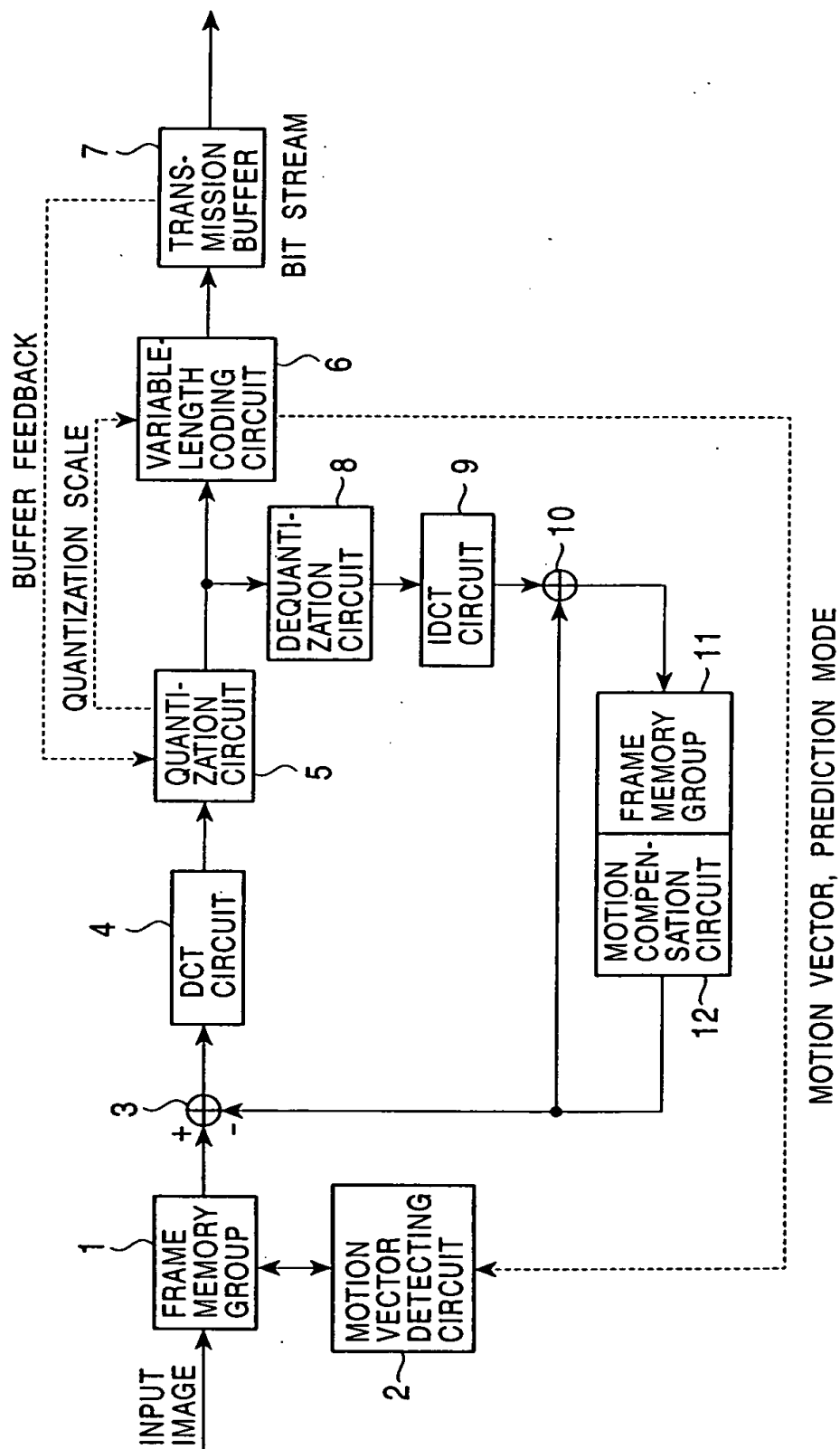


FIG. 2

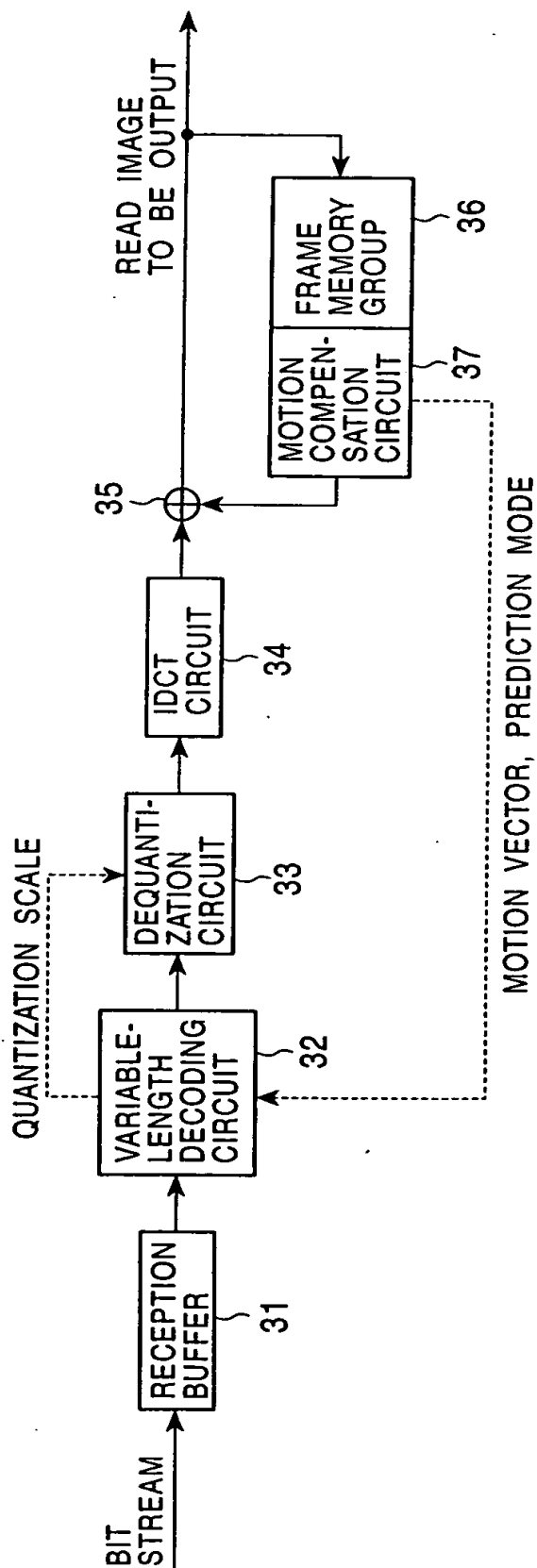


FIG. 3

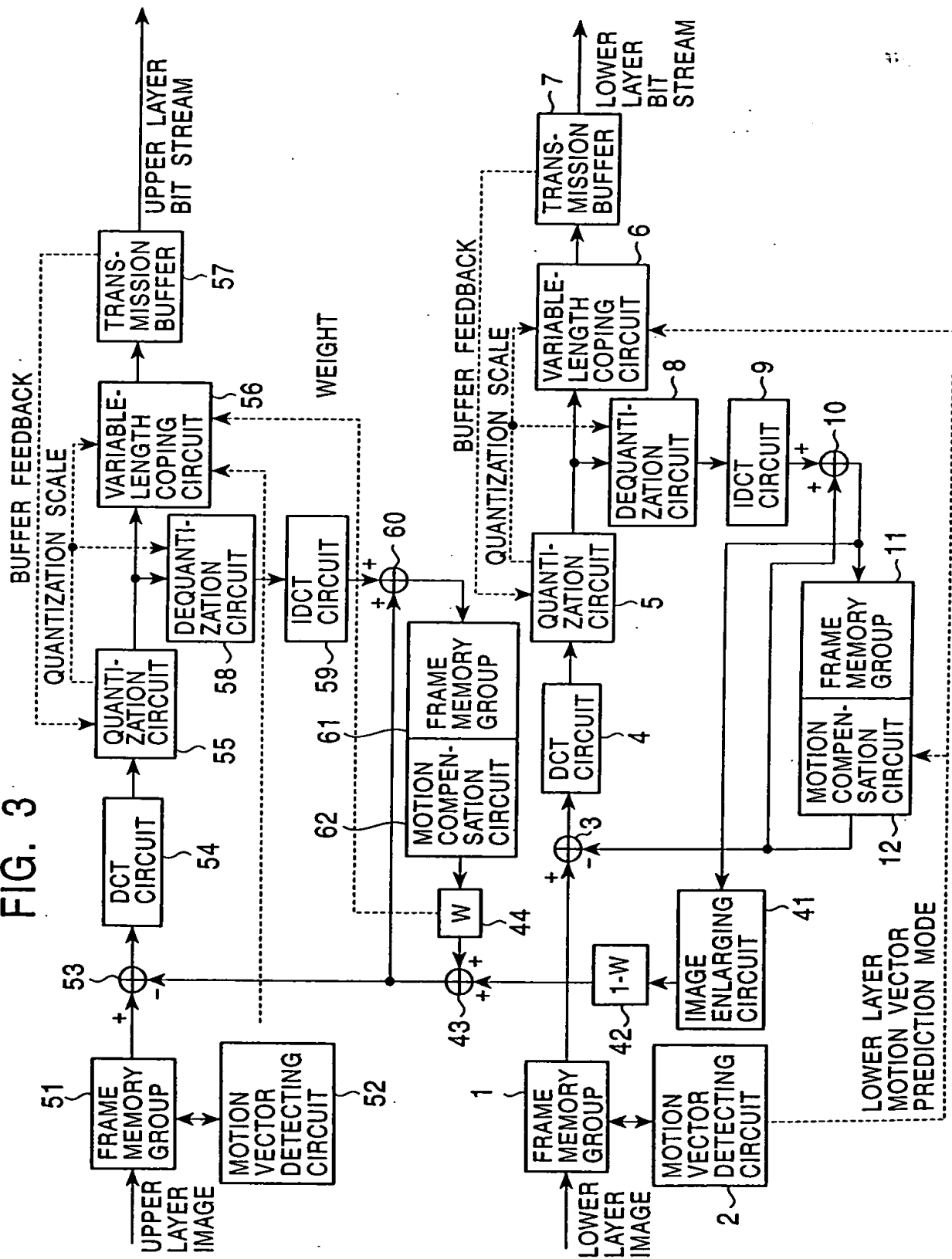


FIG. 4

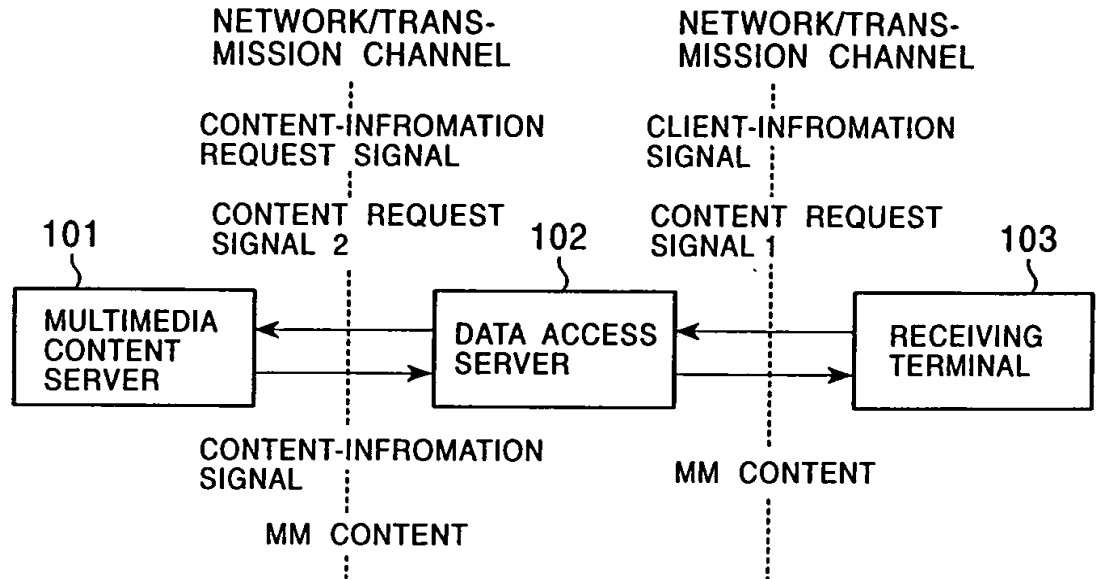


FIG. 5

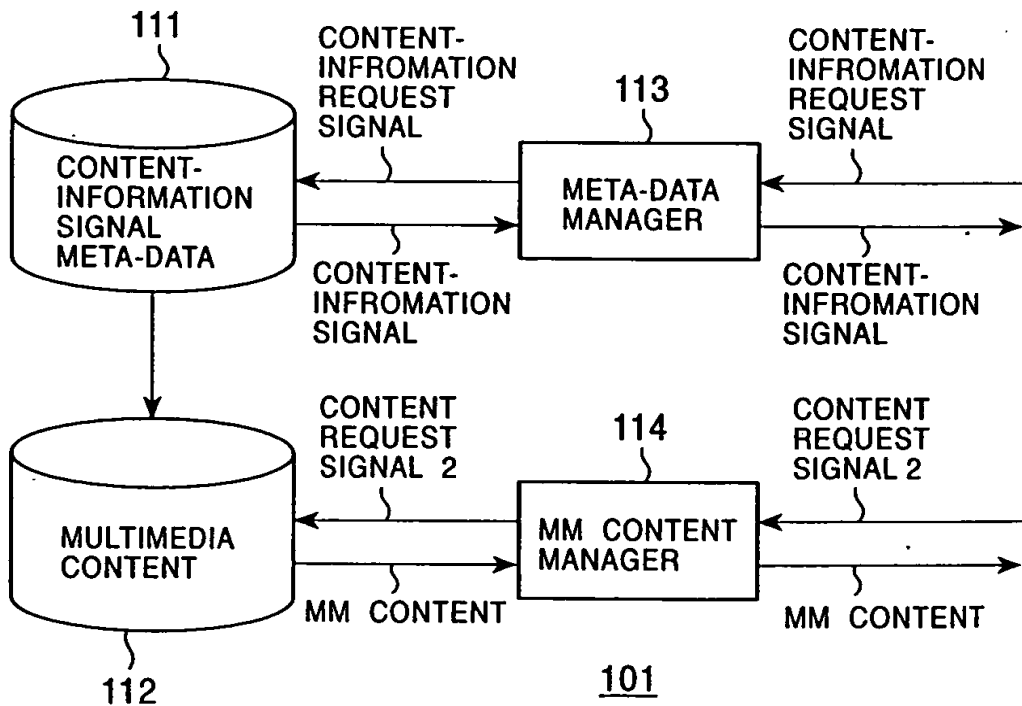


FIG. 6

FIG. 6

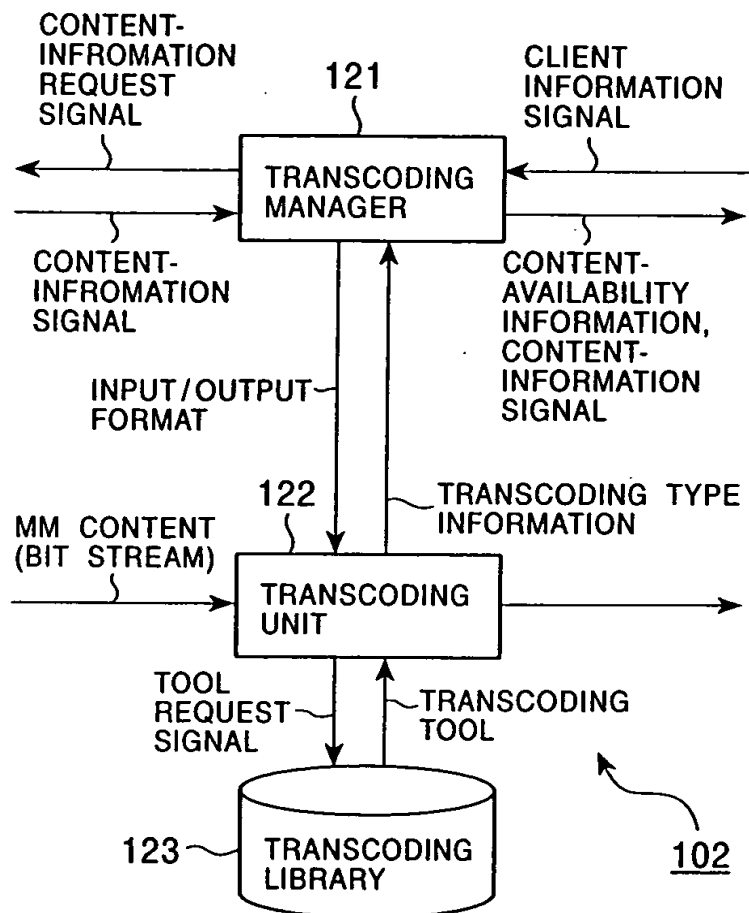
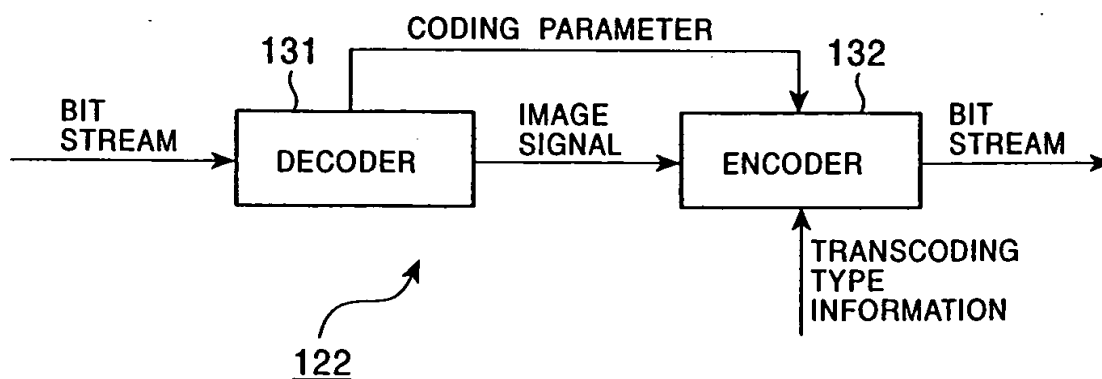


FIG. 7



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FIG. 8A

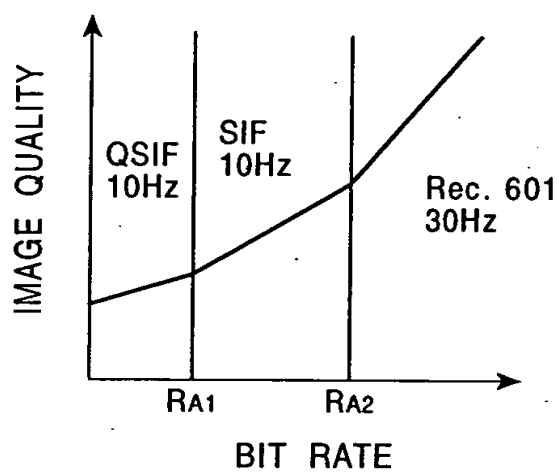


FIG. 8B

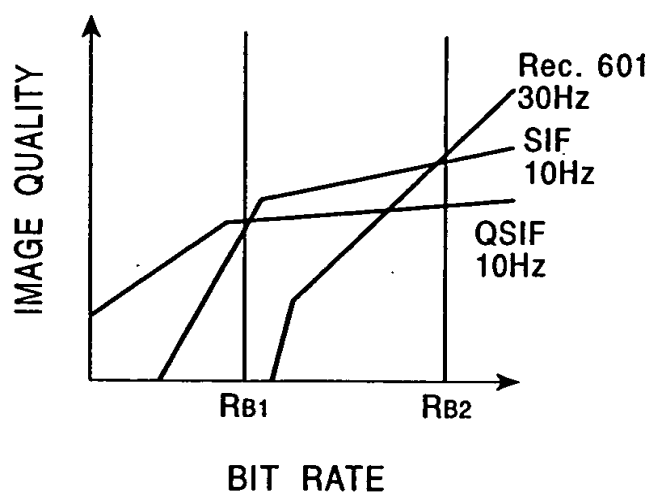


FIG. 9A

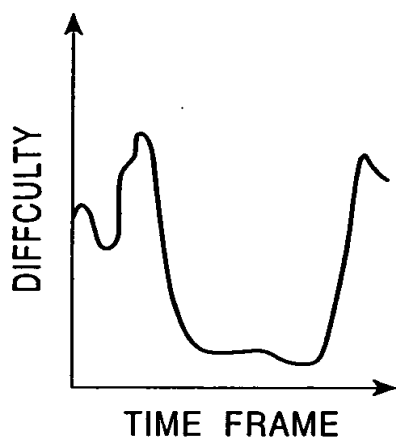


FIG. 9B

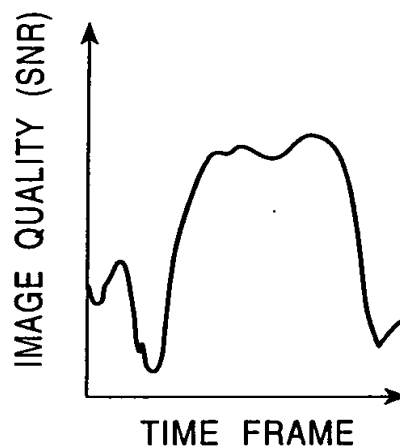


FIG. 9C

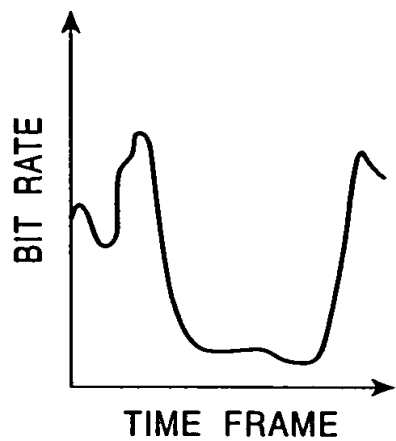


FIG. 9D

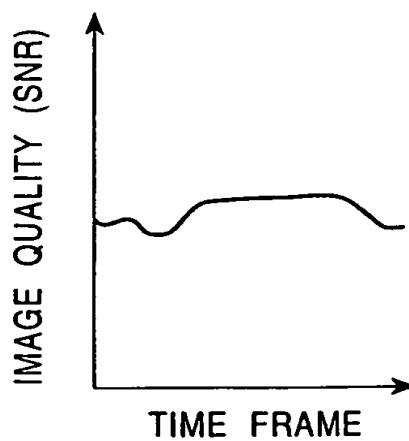


FIG. 10

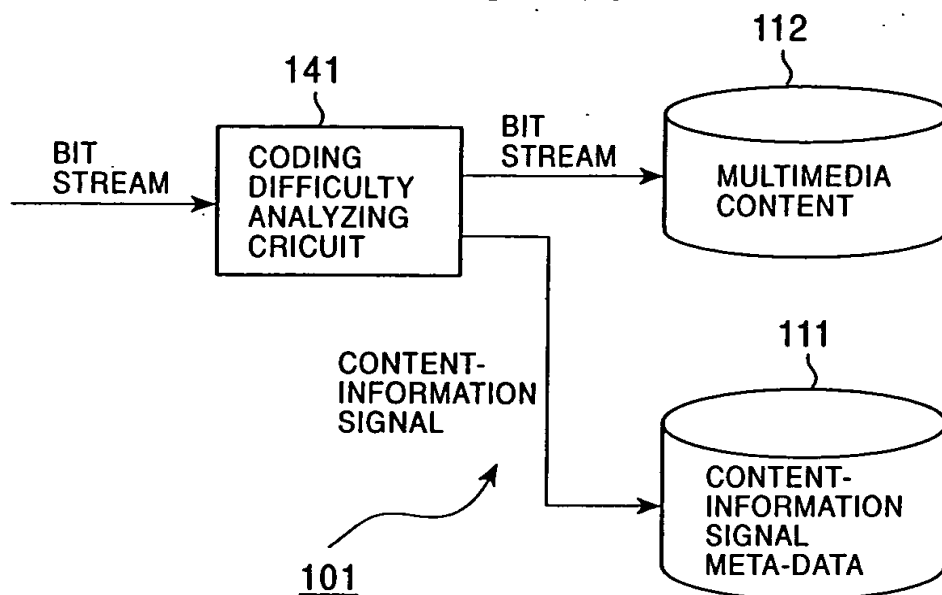


FIG. 11A

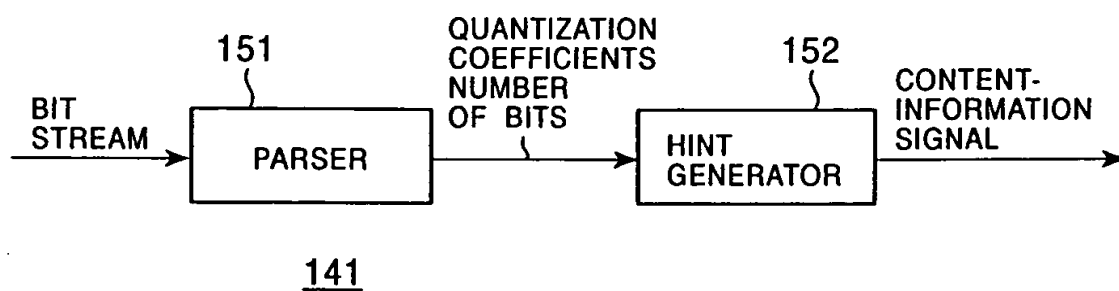


FIG. 11B

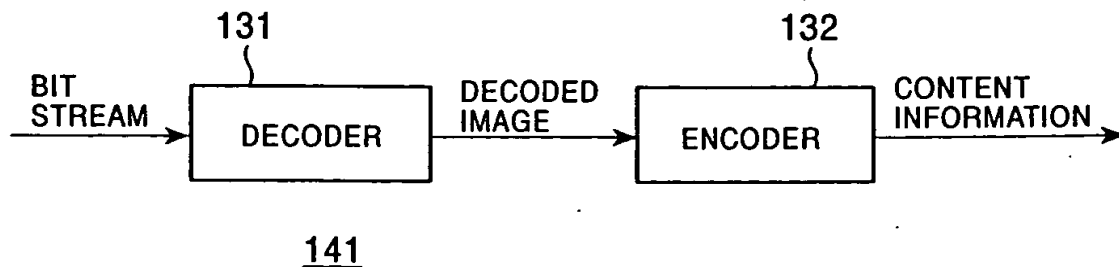




FIG. 12

```
TranscodingHint {  
    int ID;  
    TranscodingParameterSet();  
    TranscodingComplexityHint();  
}
```

```
TranscodingParameterSet {  
    int ID;  
    int MinBitRate;  
    int MaxBitRate;  
    int FrameRate;  
    int FrameSize;  
}
```

```
TranscodingComplexityHint {  
    int ID;  
    int StartMediaLocator;  
    int EndMediaLocator;  
    int Complexity;  
}
```

```
TranscodingComplexityHint {  
    int ID;  
    int StartFrameNumber;  
    int EndFrameNumber;  
    int Complexity;  
}
```

FIG. 13

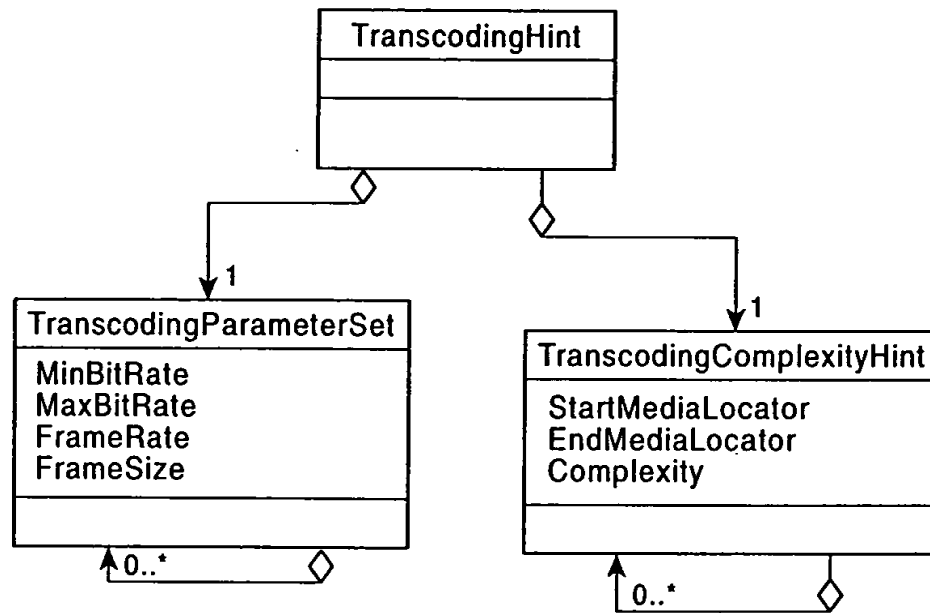


FIG. 14

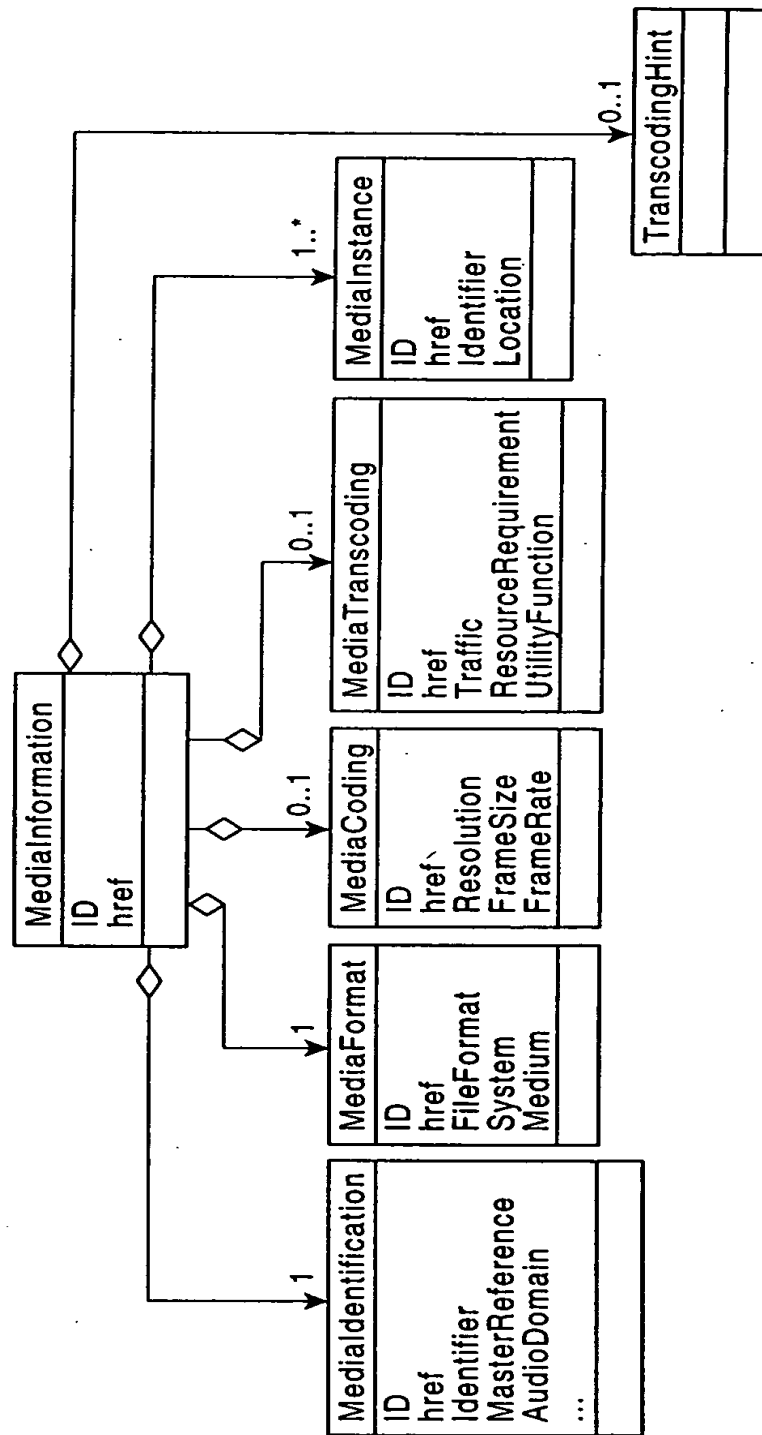


FIG. 15

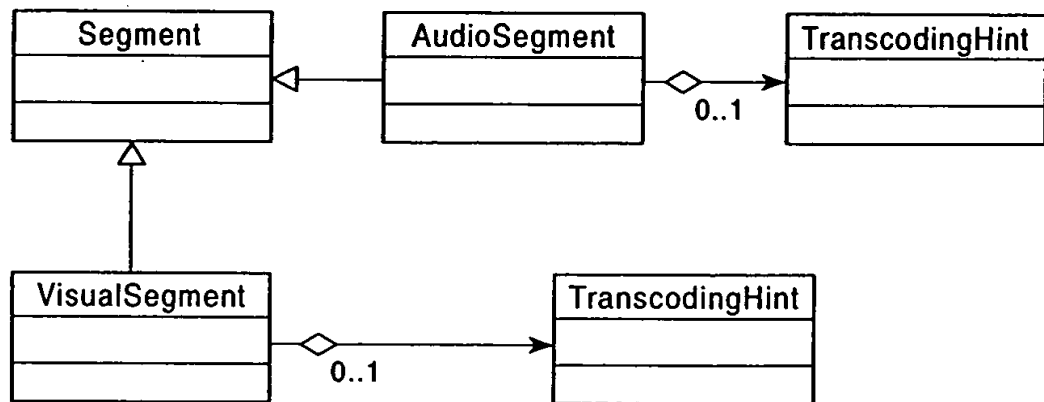




FIG. 17

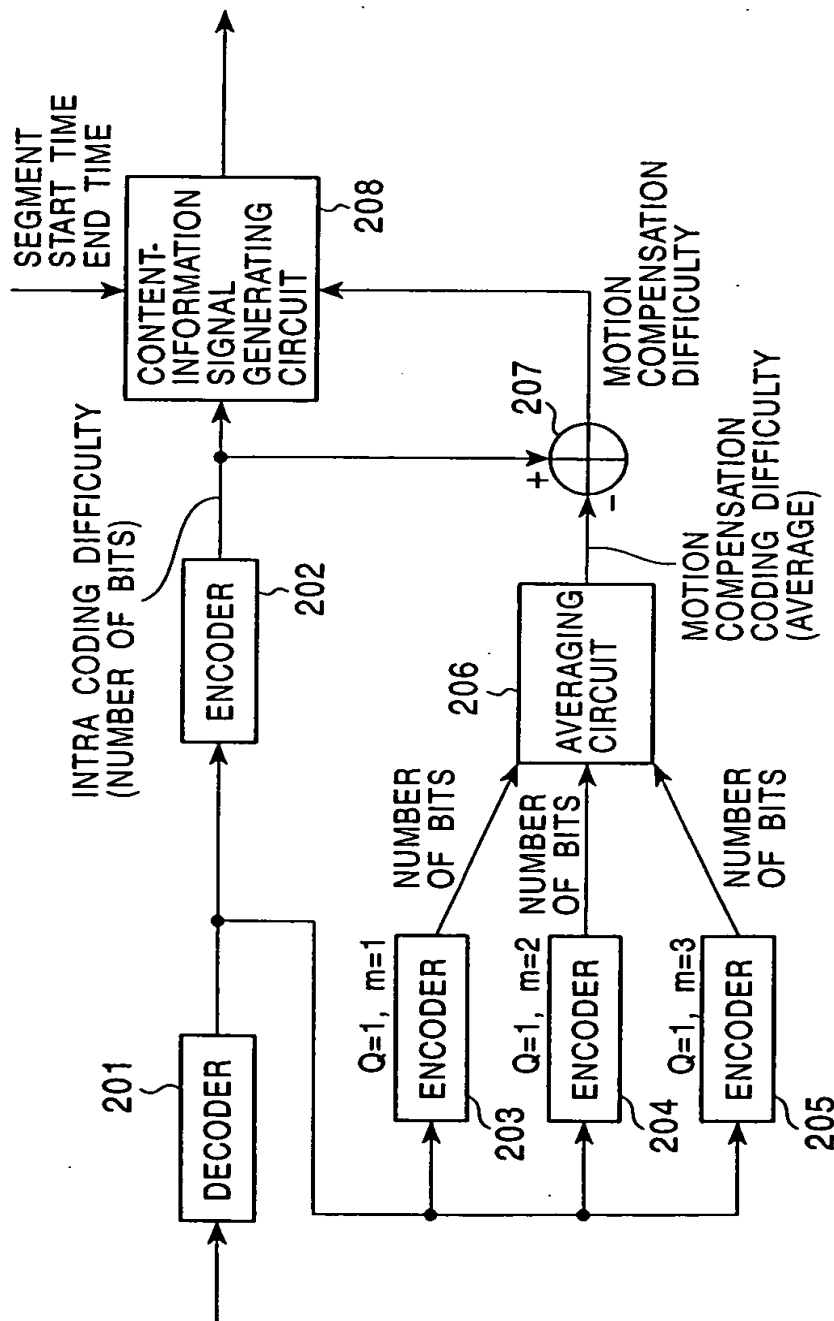
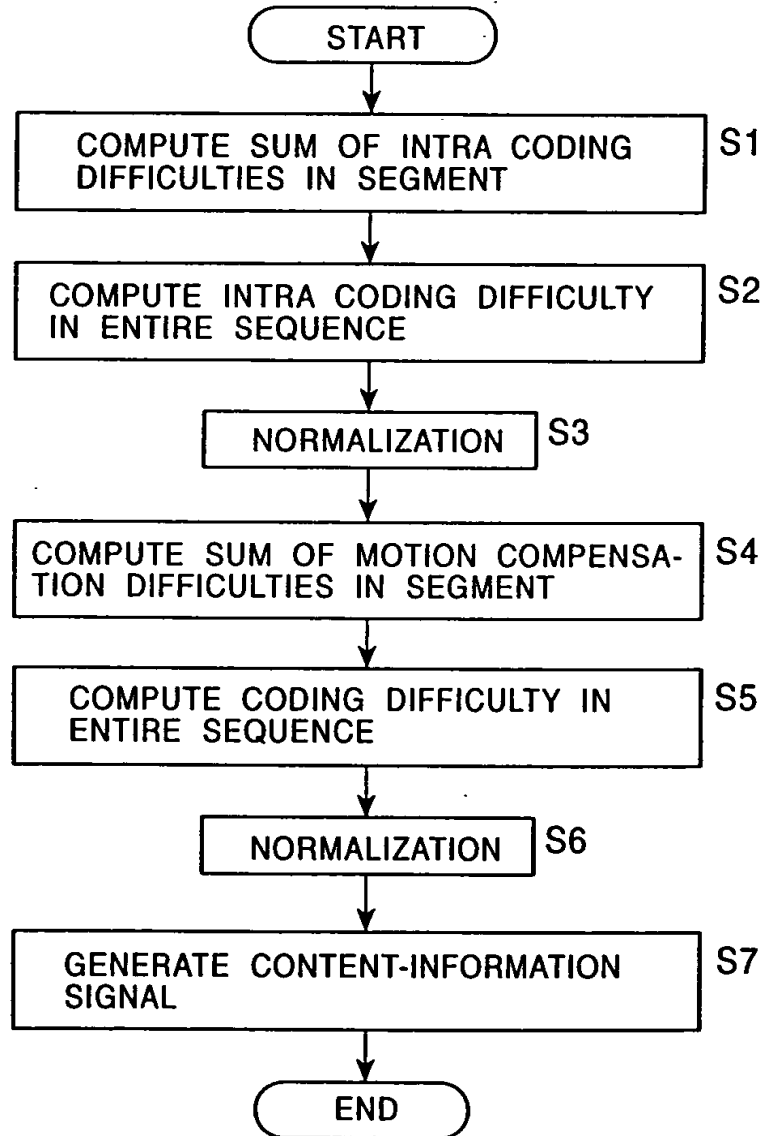


FIG. 18



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FIG. 19A

```
{ MediaTranscodingHint {  
    Int ID;  
    UtilityScaling( );  
    MotionHint( );  
    TextureHint( );  
}
```

FIG. 19B

```
{ MotionHint {  
    int ID;  
    int Motion_uncompensability;  
    int Motion_range_x_left;  
    int Motion_range_x_right;  
    int Motion_range_y_left;  
    int Motion_range_y_right;  
}
```

FIG. 19C

```
{ TextureHint {  
    int ID;  
    int Difficulty;  
    char DifficultyType;  
}
```



FIG. 20

VALUE	MEANING
0	Encoding Difficulty
THE OTHERS	Reserved

FIG. 21

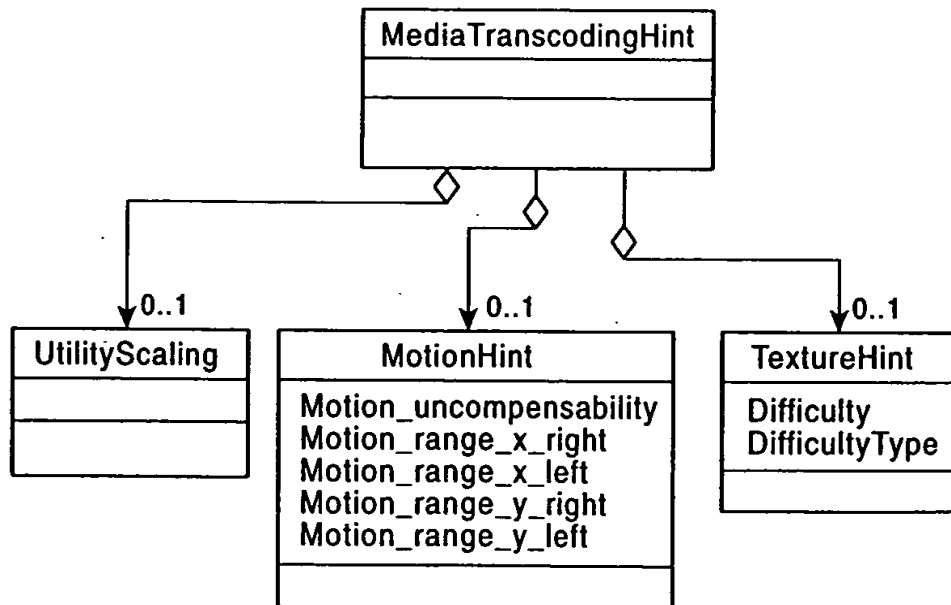


FIG. 22

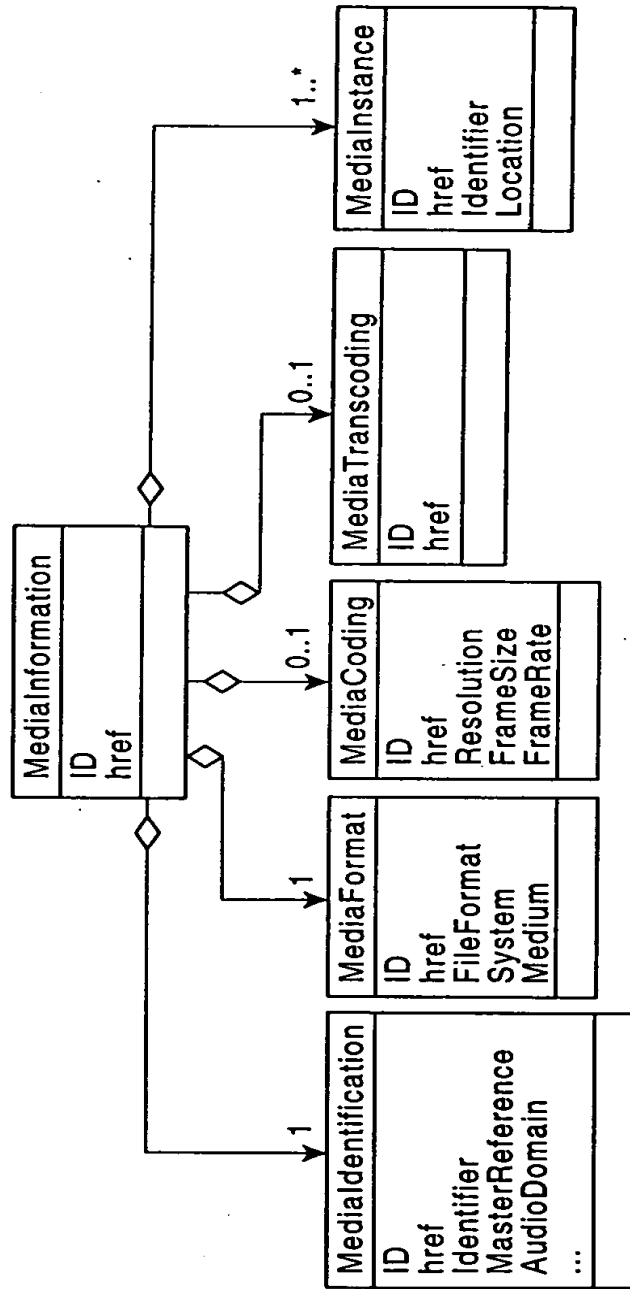


FIG. 23

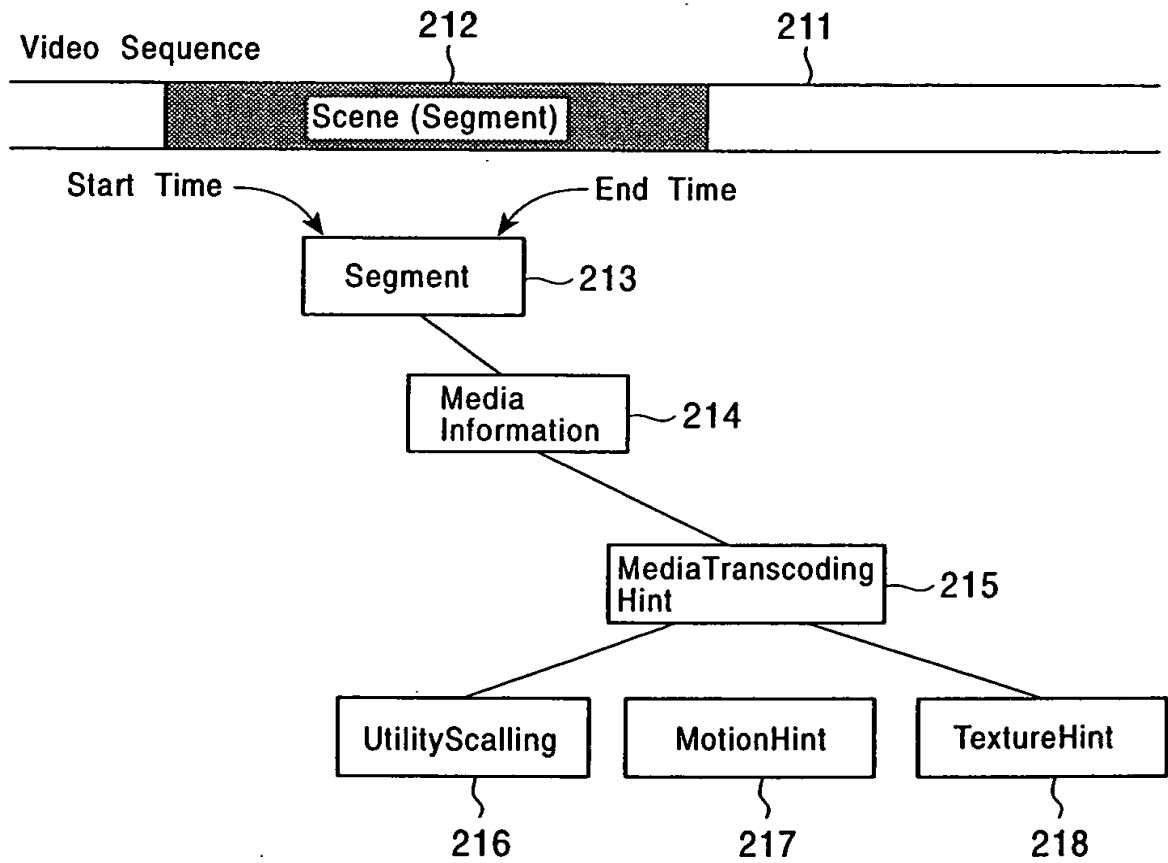


FIG. 24

